

JP Stevens

GfX Controls Manual

Powered by Wisconsin Lighting Lab, Inc.

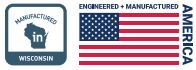
7-24-23

WiLLsport™ GFX Wireless Lighting Controls

Catalog # _____

Project _____

Comments _____



WS-GFX

Part #	Description
WS-GFX	WiLLsport™ GFX Wireless Lighting System
WS-GFX-WLC	Wireless Lighting Console
WS-GFX-SCORE	Touchscreen + Tabletop/Wall Mount



WS-GFX-SCORE



WS-GFX-WLC

Highlights

The WiLLsport GFX Wireless Lighting Console is the central point of control for your lighting system. Boasting multiple user interface options and a powerful built-in lighting engine, this secure onsite device provides round-the-clock control of athletic lighting applications. The factory-commissioned lighting platform offers plug-and-play access to bold light shows and automated scheduling capabilities. With wired and wireless configuration options, it's suitable for both retrofit and new installations.

Features

- Designed, engineered, and assembled in Wisconsin, USA from premium domestic and imported components
- Factory commissioned
- Multiple touch screen mounting options
- Reliable wireless lighting system control
- Built-in entertainment programs
- Automated simple-scheduling features
- Sub-field zone control
- Local on-site security
- IP67 rated outdoor enclosure
- RGB lighting control ready

Specifications - Console

Dimensions	13.2" H x 11.2" W x 7.7" D (336.3 x 285.5 x 195.6 mm)
Input Power	36W
Input Voltage	120V AC
Operating Environment	0 to 45 °C; 10 to 90% non-condensing
Radio	2.4 GHz CRMX

Lighting System Controls

The intuitive user interface provides multiple points of control and automation for the lighting system.

Simple Scheduling Functionality

Automate your field lighting with simple scheduling functionality built into the GFX lighting control system. Common scheduling examples include:

- Timer with 2-minute dim warning
- Sunrise, sunset, and/or time-triggered lighting events
- Recurring events (daily/weekly)
- Calendar event scheduling

Factory-Commissioned Entertainment Programs

Coordinated entertainment programs to add a show-stopping element to your athletic facility.

- **Lightning** - All fixtures randomly turn ON/OFF to create a camera flash effect on the playing field.
- **Tornado** - All fixtures adjust light levels to create a swirling effect around the playing field.
- **Night Rider** - All fixtures adjust light levels to create a back and forth effect across the playing field.
- **Pulse** - All fixtures simultaneously increase and decrease light levels to create a pulsing effect on the playing field.

Scene Control

Put focus on the action before/during/after the game with scene control.

- Gametime
- Player Intros
- Halftime Show
- National Anthem
- Game Over / Security Lighting

Multi-Field Control

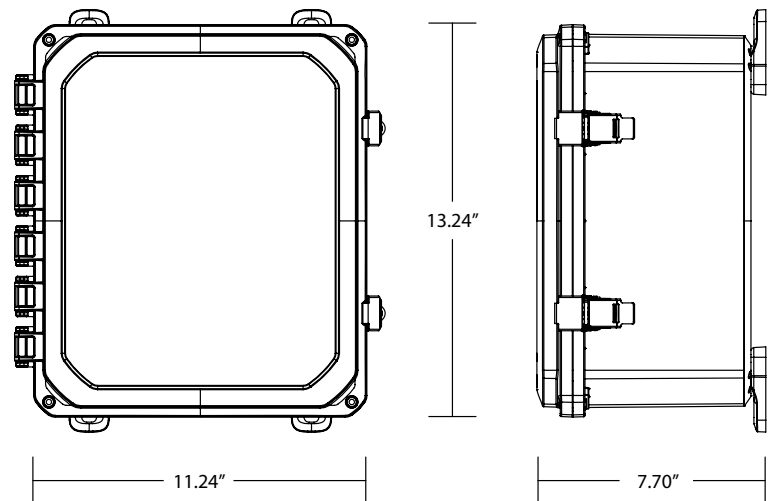
Utilize Will's GFX technology to control multiple fields or facility resources with the same system.

- Wagon-wheel ballfield configurations
- Multi-field athletic complexes
- Multi-sport facilities
- Site support lighting (walkways, area lighting, etc)

Specifications - Touchscreen

Dimensions	7.0" H x 9.9" W x 0.9" D (178mm x 252mm x 24mm)
Input Power	18W max
Input Voltage	12V/2A AC/DC Adapter supplied
Operating Environment	0 to 45 °C; 10 to 90% non-condensing
Radio	802.11 a/b/g/n/ac
Certifications	FCC, CE, & RoHS

Dimensional Diagrams

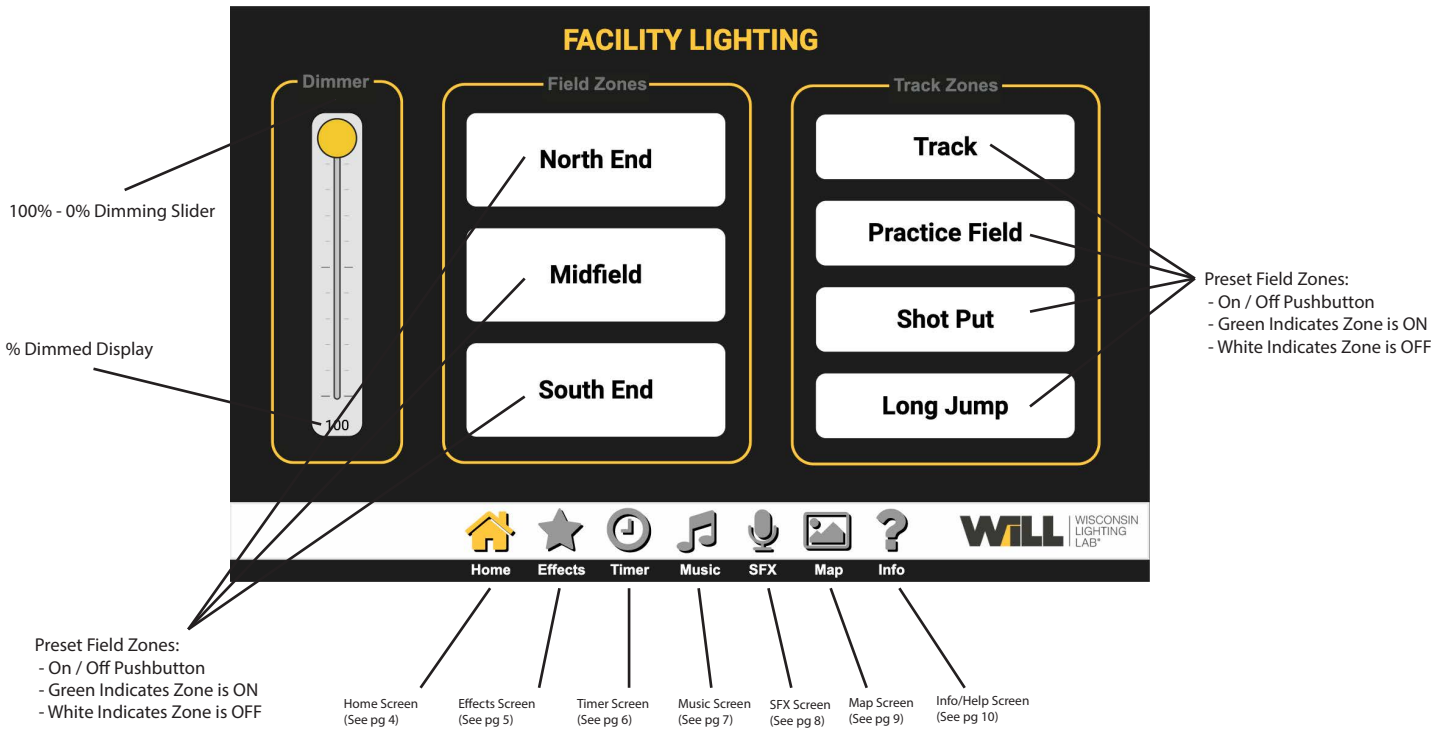


RGB Ready

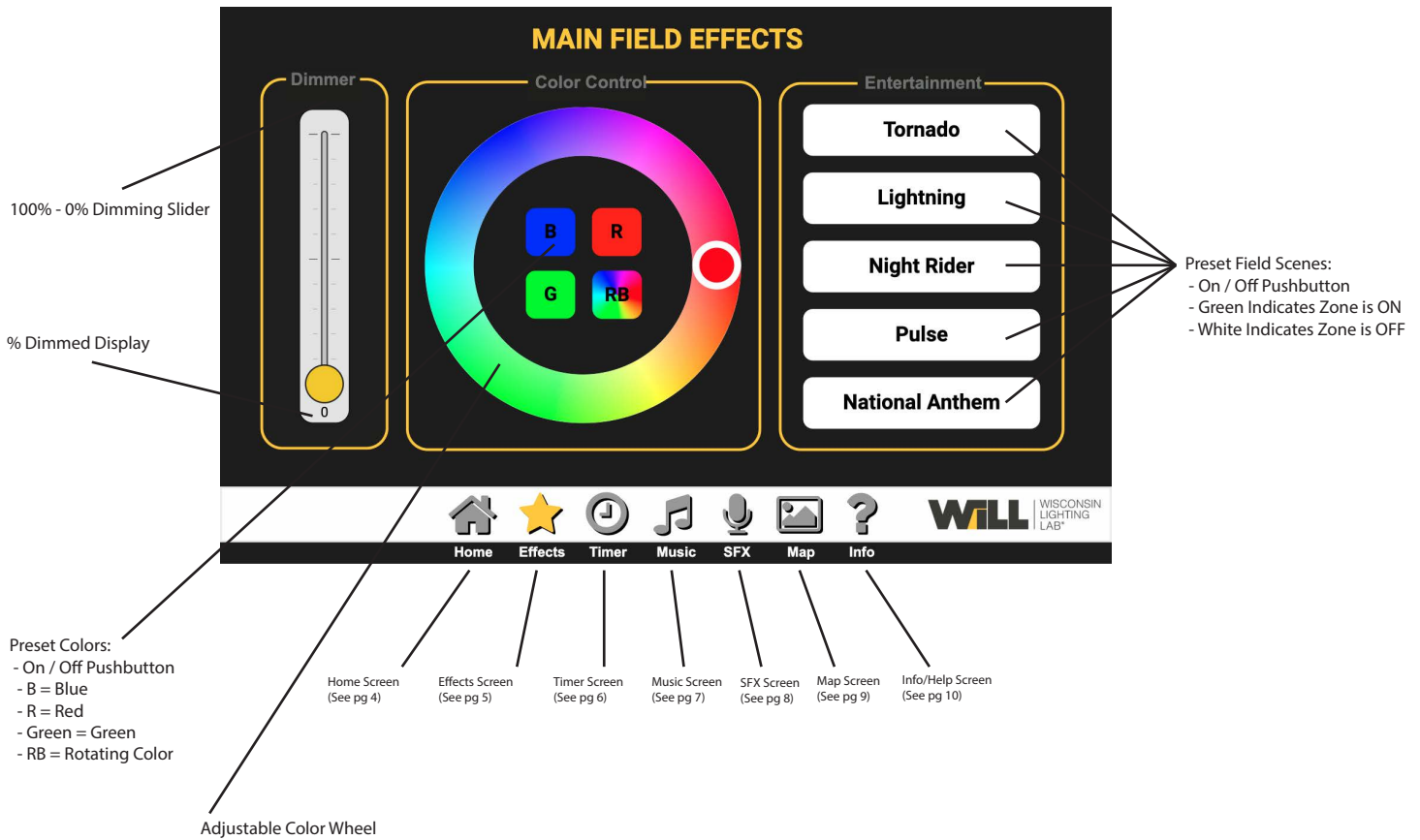
Enhance your lighting application with the addition of dynamic color control to your GFX system.

- Wireless and/or wired RGB lighting control
- Millions of colors
- Great for accent + architectural applications
- Direct factory integration + support

Home Screen



Effects Screen

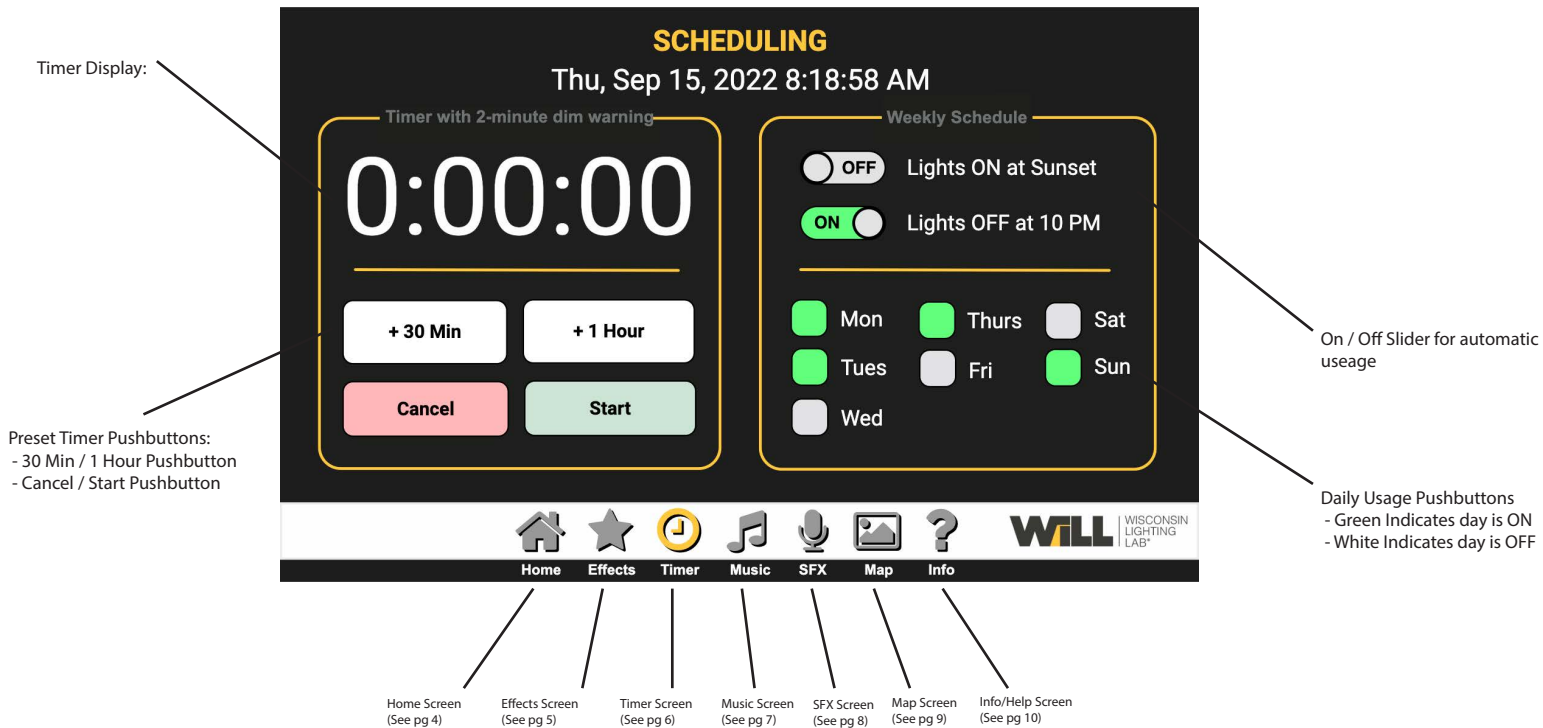


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Timer Screen



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Music Screen



SFX Screen

Preset Sound Effects:
 - On / Off Pushbutton
 - Green Indicates Zone is ON
 - White Indicates Zone is OFF

SOUND EFFECTS BOARD

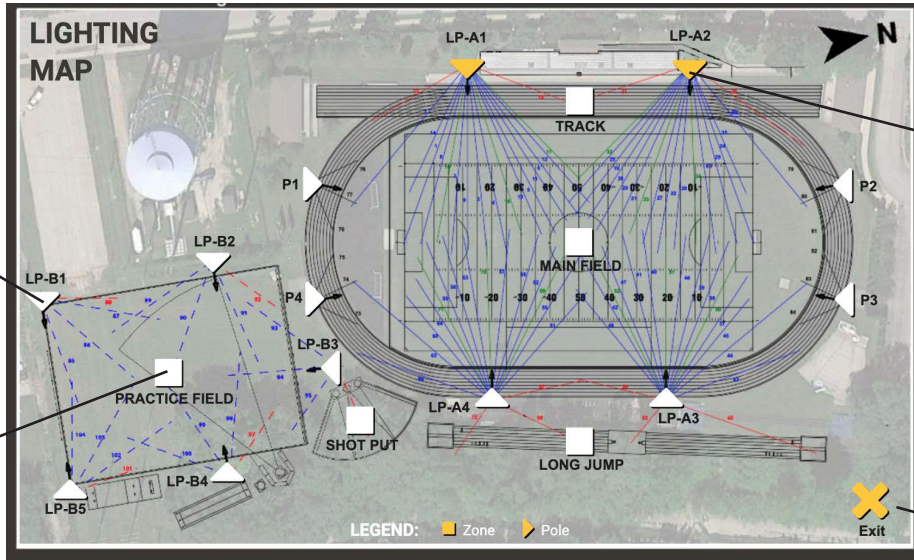
Horn	Boing	Boom Shaka	Charge!
Chimes	Crickets	Day-0	Doh
General Lee	Goofy Fall	HaHa!	Loser Horn
Mario Coin	Mario Dead	Mario Jump	Mine!
Scratch	Shatter	We Are Live	What!?

Home
 Effects
 Timer
 Music
 SFX
 Map
 Info

Home Screen (See pg 4) Effects Screen (See pg 5) Timer Screen (See pg 6) Music Screen (See pg 7) SFX Screen (See pg 8) Map Screen (See pg 9) Info/Help Screen (See pg 10)

Map Screen

*****EXAMPLE MAP ONLY*****



Individual Pole Assembly Control
- Green Indicates Assembly is ON
- White Indicates Assembly is OFF

Individual Field Control
- Green Indicates Field is ON
- White Indicates Field is OFF

Example of a Pole Assembly ON

Exit Button, Returns to Home Screen



